# Unit 6 Reflection

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To: Mr. Peck

From: Alex Xu

Subject: Project Gon Reflection

**Accomplishments.**

I planned a lot of the gameplay aspects as well as the level state system. This included whether the game was in a menu or help state, or which level it was in. I also did most of the JUnit Testing to make sure all the classes worked as they should. Aside from coding, I did all of the game’s design and graphics system which I worked with Trevor to create. That took much more time than I expected! I also did extensive bug testing and polished the game at the end.

**Learning Experience**. This project was a really great learning experience for me. Perhaps the most important thing I learned was coding in a group. Up until now, most fo the programming I’ve done for school and outside of school has been solitary, and even for the Stock Market project, the classes were easily split up. For this project, however, many of the classes influenced each other and it was difficult to split up work so that each person had something valuable to do with different aspects. We had many instances where a group member wouldn’t understand the code that someone else wrote. If we were to do this again, the first thing I would do is sit down and think of tasks for everyone to do, as well as comment code more clearly as we go.

**Objectives**. This project was a fun and educational experience for the whole group. I spent a good amount of time working on this project, and had quite some fun doing it as well.

* Challenge When we first started, our group proposed an extremely ambitious idea that we were uncertain we could finish. We even installed a 3d java game engine and I spent an entire weekend learning it. I was prepared to rise to the challenge, but unfortunatley that project was a bit too much to handle. When we switched to this one, I not only did the coding I was supposed to, I handled all the game art on the side as well. Since I was passionate about this game, it was easy for me to do.
* Effort I worked pretty hard, but unfortunatley with AP Testing and other classes’ finals, I didn’t do as much as I’d liked to in the first few weeks, and ended up doing a lot of my portion in the last few weeks. However, I still put in a quality amount of effort that I’m proud of. I took the initiative of writing all the JUnit tests as well, which took a great amount of effort.
* Quality My work was done pretty well. I tried making the work the best it could be. Obivously, it did have bugs, but those were easily fixed, and my programming aspect turned out to be pretty successful.
* Problem Solving I thought I was extremely resourceful. A big problem we had was that we made the game as a top down game with a 2d array based map, but I had made a few sprites already in a side scrolling matter. Thus, I proposed an interesting idea that we use front facing graphics in a top down game, which turned out to be pretty cool. I also did a lot of bug fixing, which took a great deal of problem solving.
* Results The results of my efforts were pretty large. The game’s beautiful graphics were a result of my work, as well as the level state system. I also did the JUnit tests, which are extremely important to our project, and planned a lot of the preliminary stage process as well.
* Teamwork Honestly, I was as great a team player as I’d liked to be. The biggest problem was that during the two weeks of AP Testing, I took seven tests, so I was gone for a good chunk of time. Getting caught up and the progress that other group members made was often difficult, so I usually ended up doilng my own thing without communicating with the rest of the team. Given another chance, I would have communcated more often and more effectively to ensure that we could have finished earlier and maybe added a bit more.

**Overall Assessment** I would give myself an “A“ grade on this project since I did put in a good amount of time and went above and beyond to write code that contributed to the project, and understand other group members’ aspects as well. Our group wrote all the code by ourselves without referring to external sources, which I was very proud of. Trevor helped me with a lot of the state system, so I’m grateful for that as well. On top of doing the coding portion, I also wrote JUnit tests and did game graphics, so I think I contributed a fair amount of work to this project. I hope to continue working on projects like this in the future!